

## Endeavor SoloPlay Summary

### GAME SETUP:

retrieve **game board**, **2 player boards** and **status markers** → prepare the **building selection grid** (1 of each building tile) → **place the Building-Selection-Indicator (BSI)** (on the leftmost build level 1 building) → prepare the **opposition turn disks** → populate the game board with the **trade tokens** (*attention to Europe*) → place the **Asset cards** → setup **shipping lanes** (3 *population markers of each of the opposing colors, at least 1 of each color starts a shipping lane*) → occupy **Europe** (replace one industry, culture, finance, politics and action chit with 1 randomly chosen population marker of each opposing color) → place the discarded **action chit** onto the 3<sup>rd</sup> opposition turn disk → **adjust** the opposing player's **status markers** as needed.

### PLAYING THE GAME:

PHASE	ACTIVE PLAYER	OPPOSITION
<b>Build Phase:</b>	→ choose 1 building from the building selection grid → if necessary move the D/ETI	will <b>not</b> be taken
<b>Growth Phase:</b>	same as in the normal game	will <b>not</b> be taken
<b>Salary Phase:</b>	same as in the normal game	will <b>not</b> be taken
Turn sequence during action phase:	Active player goes 1 <sup>st</sup> in the 1 <sup>st</sup> 2 rounds then ask, "Can opposition perform an occupy action?"	
	<b>No:</b> active player acts first, then the opposition	<b>Yes:</b> Opposition acts first, then the active player
<b>Action Phase:</b>	Each player performs <u>all</u> of its actions – <b>NO alternate turn sequence!</b>	
	same as in the normal game:  <b>activate a building or spend a trade marker</b> to take an action  <u>The possible actions:</u>  <b>Ship</b>  <b>Occupy</b>  <b>Attack</b>  <b>Payment</b>  <b>Draw</b>  <u>Exception:</u>  active player performs <b>1</b> or more draw actions → the opposition is permitted a "free" draw action	<b>1 action</b> by each opponent turn disk <u>before</u> the Draw/End Turn Indicator (D/ETI) – bonus actions are possible!! (see below)  <u>Logic pattern</u> for choosing an action: (1) <b>colonize creating a link</b> (2) <b>colonize</b> if applicable (occupying a 2 glory city 1st) (3) <b>complete a shipping track</b> (but only if any of the opponents colors will become the governor - it won't help you become the governor) (4) <b>ship to a track</b> on a track (a) with a same color marker in the <b>1<sup>st</sup></b> position, (b) with a same color marker in the <b>2<sup>nd</sup></b> ( <b>3<sup>rd</sup></b> , <b>4<sup>th</sup></b> etc. in order) position or (c) where a region is open and can be occupied (5) <b>make a draw action</b> (card should advance the farthest and, if possible, the least developed track)  <u>Similar options:</u> (1) <b>actions chits</b> on cities and in connections or on shipping lanes (2) <b>trade token</b> which advances <u>least developed</u> track  <u>Bonus actions:</u> (1) <b>action chits gained by occupying or shipping</b> → execute them immediately by the active color (for a description of each action marker refer to the variant rules) (2) <b>active player performed 1 or more draw actions</b> → opposition permitted a "free" draw action for the color under the D/ETI (consider the card that advances the <u>least</u> developed track the furthest)

### SCORING:

**Active player:** scores all **tracks**, **cards**, **cities**, **connections**, the **university** and any left over **population markers** left in the harbor (every 3 = 1 glory point)

**Opposition:** scores their **tracks**, **cards** (incl. discarded governor cards) and all **cities** and **connections** (1 color!)